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MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

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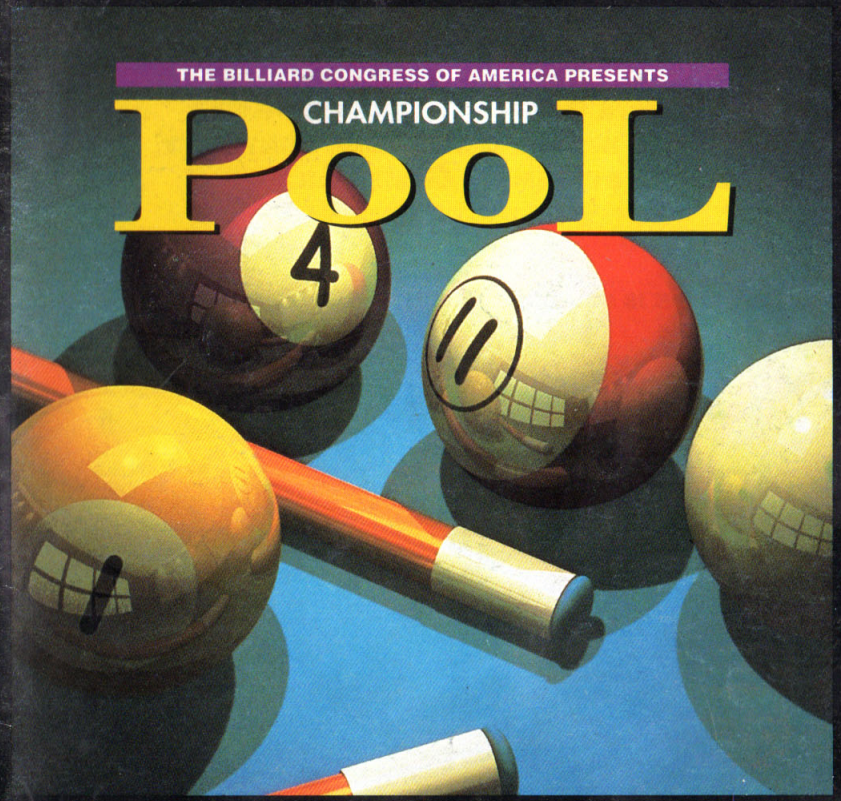

INSTRUCTION BOOKLET

MINDSCAPE
FROM
THE SOFTWARE TOOLWORKS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING:
PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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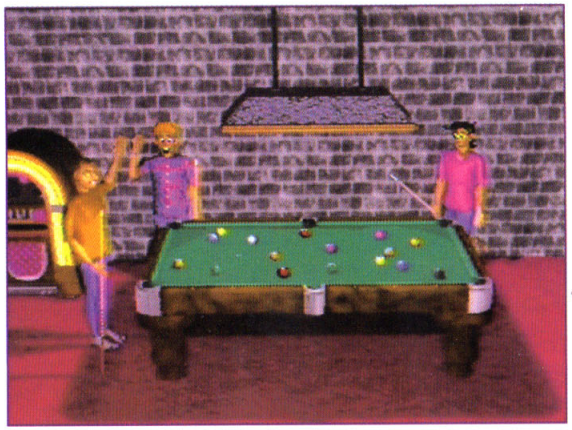


The Software Toolworks, Inc. thanks the following staff at Bitmasters Inc. for their contributions to this game:

Game Design and Programming ..... Franz Lanzinger
..... David O'Riva

Graphics and Animation ..... Greg Hancock
..... Merlin

Music Composition ..... Jerry Gerber

Sound Effects ..... L.H. Rudis

STARTING THE GAME

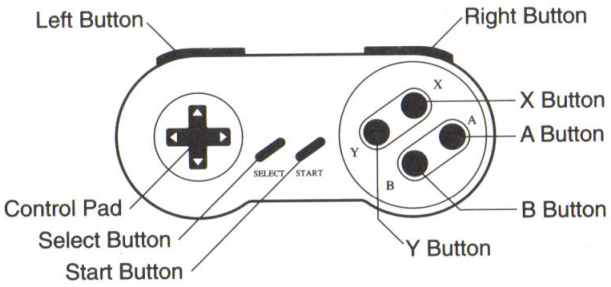
TO START THE GAME:

1. Make sure your Super Nintendo Entertainment System® (Super NES) is turned off.
2. Put the *Championship Pool* Game Pak in your Super NES.
3. Turn on the Super NES.
4. At the title screen, press **Start** to go to the main menu.

5. Use the Control Pad to select an option then press **A**.

Note: If you run across an unfamiliar billiard term, please see the Glossary.

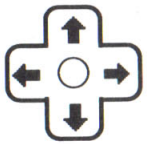
GAME CONTROLS



CONTROL PAD:

During game play, adjust your shot as shown:

- ◀ Left
- ▶ Right
- ▲ Up
- ▼ Down



Many screens, such as menus, have a cue stick pointer. Press the Control Pad to point to a selection, then press **A**. See *Using Menus*.

BUTTONS:

Start Open the *Game Menu* and the *Game Controls* menu.

Select Open the *Power* screen.

A Action button. During game play, press **A** to activate the phantom ball. After you aim a shot, press **A** again to shoot the cue ball.

B Aim button. Before you shoot the cue ball, hold **B** down and use the Control Pad to aim the shot with the phantom ball. You can also hold **B** down to speed up the moving cursor.

X Place ball button. Used to place the cue ball for a ball in hand or to place any ball in Freestyle. First move the cursor over the ball, then press **X** to pick it up. Move the ball, then press **X** again to release it. You can also use **X** to call a shot. First point to a ball and press **X**, then point to a pocket and press **X**.

Y Closeup button. Before you start a shot, press **Y** to get an overhead closeup view of the pool table. Press **Y** again to see an angled closeup view. (If you press **Y** while you are taking a shot, it stops the phantom ball.)

Right Rotate around the table in an angled closeup view. In overhead view, **Right** speeds up the phantom ball.

Left Rotate around the table in an angled closeup view. In overhead view, **Left** slows down the phantom ball.

USING MENUS

In *Championship Pool*, you use menus to select game options and special features.

MAIN MENU

Use the main menu to select a game, as follows:

1. Press **A** to open the main menu.
2. Press ▼ and ▲ to select one of four options:

   Freestyle - Make up your own games! Use **X** to drag balls into pockets for a unique rack or to place balls anywhere for a trick shot.

   Party - Up to eights players can party down with fun game and special game features.

   Tournament - Qualify in 8-Ball or 9-Ball and make it to the World Championship!

   Challenge - A great way for one player to practice six games and to test skills, such as shooting, speed, accuracy, and touch.
3. Press **A** and the list of available games for that option appears.
4. Press ▼ and ▲ to select a game, then press **A** to play the game.

Note: As needed press ▼ or ▲ then A to choose Heads or Tails.

FREESTYLE

Freestyle is just like having your own pool table where you can invent games, make up rules, and practice trick shots. Here are some ideas:

- Press **X** and use the cursor to rack balls or move them, then press **X** again to pocket or place balls. This way, you can set up unique opening racks or trick shots, such as four in a row.
- From the **Freestyle** pool table view, you can press **Start** to open the *Freestyle* menu and choose these options:

  Set Spin - Adjust the spin of your cue ball. See *Special Features.*

  Help!! - Use the online help. Press the Control Pad to select a help topic, then press **A**. When you are done reading, press **A** again to return to the game.

  Jukebox - Press the Control Pad to select a song or turn music off, then press **A**.

  Undo - Cancel the last shot so you can retry it.

  Instant Replay - View an instant replay of your last shot at full speed, in slow motion, or in reverse. See *Special Features.*

  Spot Balls - Press the Control Pad to select a spotting option, then press **A**.

  Rack Em - Use the Control Pad to select from a list of standard racks, then press **A**.

  Back to Freestyle - Return to the game in progress.

  Exit Freestyle - Return to the main menu and choose another play option.

GAME MENU

Party, Tournament, and **Challenge** game options are all played according to the rules. They include similar menus. From any of these pool table views, you can press **Start** to open the *Game Menu* and choose these options:

Game Control - Press **Start** to open a second menu. See *Game Control Menu.*

Set Spin - Adjust the spin of your cue ball. See *Special Features.*

Help!! - Use the online help. Press the Control Pad to select a help topic, then press **A**. When you are done reading, press **A** again to return to the game.

Jukebox - Press the Control Pad to select a song or turn music off, then press **A**.

Instant Replay - View an instant replay of your last shot at full speed, in slow motion, or in reverse. See *Special Features.*

Numbers - Used in an overhead view to show or hide numbers on the object balls. The numbering only shows up for pertinent balls, for example stripes or solids, depending on the game and your call.

Never Mind - Return to the game in progress.

Hint: Every game that is in **Challenge** is also in **Party.** Take some time to challenge yourself, then impress your friends in **Party** mode.

GAME CONTROL MENU

From the **Party, Tournament**, or **Challenge** *Game Menu*, press **Start** to open the *Game Control* menu where you can choose these options:

Scoreboard - Check you score or all scores for the current game.

Special Actions - Depending on the game you are playing, you can call up to seven game actions, such as a **Push Shot** or **Reject and Break**. For definitions of the special actions, see the *Glossary.*

Instant Win - Grant yourself a win (in **Party** only).

Stalemate - Call it a tie (in **Party** or **Challenge** only).

Abandon Game/Give Up - Return to the main menu and choose another game option.

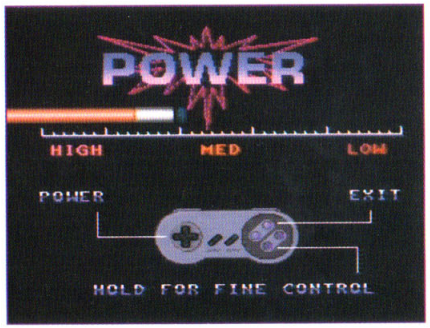
Never Mind - Return to the game in progress.

SPECIAL FEATURES

Championship Pool includes three special features that are described in this section: **Power, Set Spin**, and **Instant Replay**.

POWER

Anytime you are looking at a pool table view, you can press **Select** to open the *Power* screen

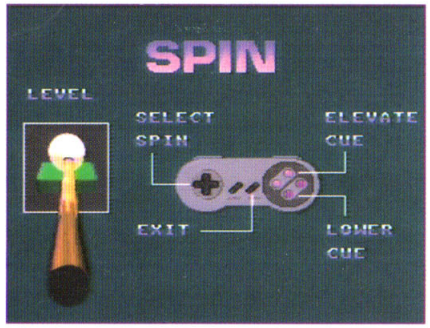


1. Press ▶ and ◀ to set the power of the shot.
2. Hold **B** down and use the Control Pad to fine tune the power setting.
3. Press **X** or **Select** to exit the *Power* screen and resume game play.

SET SPIN

From any pool table view you can also adjust the spin of your cue ball, as follows.

1. Press **Start** to open the *Game Menu*.
2. Select the **Set Spin** option and press **Start** or **A** to open the *Spin* screen.



3. Use the Control Pad to set the point where the cue hits the cue ball.
4. Press **X** to raise the cue angle.
5. Press **B** to lower the cue angle.
6. Press **Start** to exit the Spin screen and resume game play.

Hint: To make a Masse shot, elevate the cue to the highest or next highest point, then move the cue to one side. This puts so much spin on the ball that it curves.

INSTANT REPLAY

From any game mode, press **Start** to open the menu, then choose **Instant Replay** to review your last shot. The game controls for **Instant Replay** are shown on screen and include:

A At the beginning of replay mode, press **A** to start the replay. After that, press **A** to change the speed of replay by switching modes. The three modes are:

Normal: plays at normal speed
Slow: plays at 1/8 speed
Step: single frame speed

B Change direction to forwards. Also advances frame when in Step mode.

X Change direction to backwards. Also advances frame when in Step mode.

Select Rewind to the beginning of the shot.

Start Return to the game in progress.

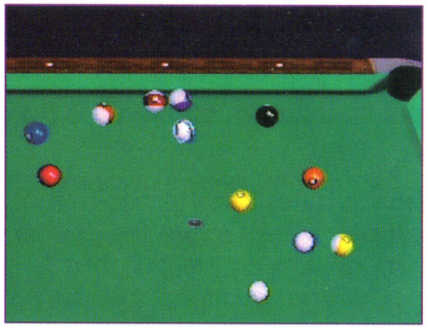
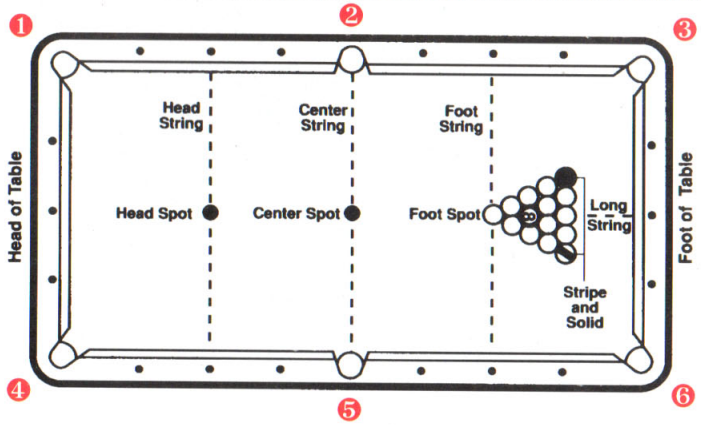


TABLE LAYOUT



Here is the standard layout of a pool table with the pockets numbered for reference.

For definitions of the parts of a pool table, see the *Glossary*.

Note: The strings are imaginary lines that do not appear on your Super NES screen.

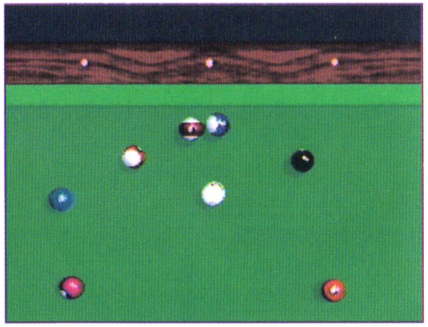
OVERHEAD VIEW

Here is the overhead view of the pool table.

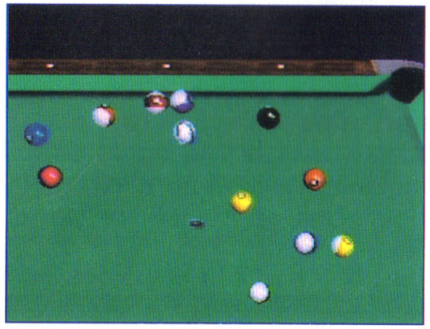
In **Party, Tournament**, and **Challenge** overhead views you can see numbers in the balls. Press **Start** to open the *Game Menu* and choose **Numbers.**

CLOSEUP VIEW

Before you start shooting, press **Y** to see an overhead closeup view of the pool table.



Press **Y** again to see an angled closeup view. In the closeup angle, you can press the top **Left** or **Right** buttons to rotate around the table.



*Note: After you press **A** to activate the phantom ball, pressing **Y** stops the phantom ball rather than giving you a closeup view.*

A HISTORY OF THE SPORT OF BILLIARDS

The sport of billiards, or pool, has been popular since the 15th Century. Originally played only by kings and noblemen, pool started as a lawn game similar to croquet. The general public quickly adopted it, however, and brought it indoors, on to a wooden table covered with green cloth to simulate grass. Rails, supposed to resemble river banks, were added to the table to keep the balls from falling off. Shots made by bouncing balls off the rails, or "banks," came to be called "bank shots."

The term "billiard" is probably derived from the French "billart" for wooden stick. Instead of using croquet mallets, the balls were shoved using wooden sticks called maces. The mace had a large head and was difficult to use when the ball lay near the rail of the table. When this happened, the player would turn the mace around and use the handle to hit the ball. The handle was called a "queue," meaning tail, which later became the modern word "cue."

No one seems to know exactly how billiards came to the United States, but it was probably brought over by the Dutch and English settlers in the 1600's. The game was enjoyed in the Colonies and George Washington reportedly won a match in 1748. Its popularity peaked during the Civil War period, when billiards results received more news coverage than the war. Today, billiard scenes in current movies and novels cause surges in the numbers of new enthusiasts, who flock to local pool halls to try their hand at this age-old skill.

Pool has waged a constant battle for respectability. The very name "pool" means a collective bet or ante, and it was the association with betting practices that sullied the reputation of the game. In the 19th century, a poolroom was a place for betting on horse races. These betting parlors often had pool tables installed so the patrons could pass the time between races. Even though questionable activities were more likely to have come from the betting and not the billiards, the two became connected in the public mind.

Fortunately, billiards has regained respectability. Contemporary billiard halls cater to upscale clientele, offering quality equipment and expert instruction. Men and women are once again enjoying the game of kings and queens.

FOULS

Although the penalty for fouls differs between games, the following apply to all fouls.

- The current player's inning ends.
- If on a stroke, that stroke becomes invalid and pocketed balls don't count.
- Balls are only respotted as called for in the rules for that particular game.

Possible fouls include:

- Pocketing the cue ball (scratch).
- Failure to pocket an object ball.
- Failure to strike a rail with the cue ball or an object ball after contact.
- The first ball hit is not the correct object ball.

THREE BALL

GAME DESCRIPTION:
Played with the cue ball and three object balls.

OBJECT:
The player who gets the lowest score wins.

RULES:

- The first players breaks any three object balls racked on the foot spot.
- Players do not have to call shots.
- If you scratch, your score increases and you must spot all balls pocketed on the scratch shot and shoot again.
- If you miss, you score increases and you must shoot again.

EIGHT BALL

GAME DESCRIPTION:
Eight Ball is played with the cue ball and 15 object balls. The 8-ball is the game ball. One player must pocket all the solids (balls numbered 1-7) and the other player the stripes (balls 9-15). After a player pockets all object balls, the 8-ball is pocketed to win.

OBJECT:
The player who legally pockets the 8-ball wins.

RULES:

- All shots must be called (say which pocket a designated object ball will go into).
- On the break, the breaker must pocket a ball or drive at least four numbered balls to the rail (open break). If this doesn't occur, it's a foul. The next player can then rebreak or take the balls as they are.
- Given a scratch on a legal break, the balls remain pocketed, the player gets a foul, and play continues with the incoming player having the cue ball in hand behind the head string.
- On any foul or scratch, often the opening break, the incoming player can put the cue ball anywhere on the table (ball in hand).
- If the 8-ball is pocketed on the break, it is spotted.
- After the first ball is pocketed, the player making the shot can choose either stripes or solids.

- After choosing stripes or solids, you must hit your own ball first.
- You keep shooting until you fail to pocket a ball legally or foul. When the 8-ball is legally pocketed, that player wins.
- You lose if you:
  - foul when pocketing the 8-ball.
  - pocket the 8-ball with your last object ball.
  - pocket the 8-ball in a pocket you didn't call.
  - pocket the 8-ball if it isn't the legal object ball.

NINE BALL

GAME DESCRIPTION:
Nine Ball is played with nine numbered balls and the cue ball. On each shot. the cue ball must first hit the lowest numbered ball on the table, but the balls do not have to be pocketed in order. You continue until you miss, foul, or win the game by pocketing the 9-ball.

OBJECT:
The player who legally pockets the 9-ball wins the game.

RULES:
- On the break, you have to hit the number one ball first, then either pocket a ball or drive at least four balls to the rail to avoid a foul.
- On a scratch or a foul, the next player can put the cue ball anywhere on the table (ball in hand).
- If the first ball hit is not the lowest numbered ball, it's a foul.
- Any player who gets three consecutive fouls on three successive shots loses.
- You win if you legally pocket the 9-ball, or if the other player fouls out.

TEN BALL

GAME DESCRIPTION:
Ten Ball is a variation of Nine Ball, using ten balls instead.

OBJECT:
The player who legally pockets the 10-ball wins the game.

RULES:
- On a legal break, the cue ball must first hit the lowest numbered ball; then you must either pocket a ball or contact a cushion with any ball.
- You shoot until you fail to legally pocket a ball.
- After pocketing a ball, you must shoot again.
- If you get three consecutive fouls, you lose.

14.1 CONTINUOUS (STRAIGHT POOL)

GAME DESCRIPTION:
Each player must call both the ball and the pocket. You get a point for every correctly called, legally pocketed ball, and continue a turn until you miss or foul.

OBJECT:
The first player to score a set number of points (15, 25, 50, 100, or 150) wins the game.

RULES:
- The first player must either call which ball will be pocketed, or make the cue ball hit the balls and then a cushion, plus make two object balls hit a cushion. If this isn't done, a two point penalty is assessed.
- If you touch any ball while it is moving, you get a 16 point penalty.
- Illegally pocketed balls are spotted with no penalty.
- A player who gets three fouls in three successive shots is assessed a 15 point penalty. The foul count is then cleared to zero.

ROTATION

GAME DESCRIPTION:
Each ball has a point value equal to its number. The lowest numbered ball must be hit first.

OBJECT:
The player with the most points wins the game.

RULES:
- The cue ball must contact the lowest numbered ball first; any legally pocketed ball counts.
- You don't have to call the shots.
- You keep shooting until you miss or foul.
- You lose after three consecutive fouls.

FIFTEEN BALL

GAME DESCRIPTION:
In Fifteen Ball the player does not have to call either the ball or the pocket. Scores are awarded based on the numerical value of the ball.

OBJECT:
The player who scores the greatest number of points (usually involves pocketing the balls with the highest numerical value) wins the game.

RULES:
- You shoot until you miss.
- After the break, the cue ball must hit an object ball and either pocket it or the cue ball must hit the cushion.

BASIC POCKET BILLIARDS

GAME DESCRIPTION:
Basic Pocket Billiards is a combination between Continuous and Fifteen. While the player does have to call the object ball as in Continuous, the pocket does not need to be called. Each ball pocketed is one count or score.

OBJECT:
The player who scores eight balls before the opponent does wins the game.

RULES:
- You shoot until you miss.
- You must call the object ball but don't need to call the pocket.

EQUAL OFFENSE

GAME DESCRIPTION:
There are a set number of rounds (1, 3, 5, 7, or 10) with a maximum of 20 points per inning. You shoot until you miss, foul, or pocket the maximum number of allowed balls for each inning.

OBJECT:
The player who scores the most points after a set number of innings wins the game.

RULES:
- You can shoot any ball but must call both the ball and the pocket.
- Additionally pocketed balls do count toward the score.
- The player shoots until he misses.
- The shooting order depends on the score of the previous inning, with the highest scorer shooting first. If a tie, the order remains the same.
- "Sudden death" determines the winner if there is a tie at the end of the set number of rounds.

CUT THROAT

GAME DESCRIPTION:
Cut Throat or elimination is the perfect game when there are an odd number of players. It is very fast with simple rules. The goal is to be the last player with balls left on the table.

OBJECT:
The player who pockets all of the opponents' balls first wins the game.

Note: The following rules are for your information only. In Championship Pool, Cut Throat is a Freestyle game where anything goes!

RULES:
- Players decide before the game starts whether to play call shots or not.
- Divide up and choose sequential balls.
- The cue ball must first contact an opponent's object ball.
- If you illegally pocket an opponent's balls, they are spotted, but if you illegally pocket your own balls, they remain pocketed.
- When a player's last ball is pocketed, that player is eliminated.

SPEED POOL

GAME DESCRIPTION:
In Speed Pool the player does not have to call either the ball or the pocket. Scores are awarded based on the time taken to pocket the balls.

OBJECT:
The player who pockets all 15 balls in the fastest time wins the game. In **Challenge**, you must beat the clock.

RULES:
- Each player keeps shooting until all balls are pocketed.
- If you scratch, you get the cue ball in hand behind the head string and keep going.

GLOSSARY OF BILLIARD TERMS

BALL IN HAND. Cue ball can be put into play anywhere on table.

BANK SHOT. A shot where the object ball is bounced against a cushion before it is pocketed.

BREAK. The first shot of the game.

CALL A SAFETY. Position a ball so another player must foul.

CALL SHOT. A shot where the player must declare in advance which ball will go into what pocket.

CENTER SPOT. The exact center point of a table's playing surface.

CENTER STRING. An imaginary line between pockets 2 and 5 that crosses the center spot.

COMBINATION. The cue ball propels one object ball into another to make the shot.

COUNT. A score or successful shot.

CUE. Wooden stick used to strike cue ball.

CUE BALL. White unnumbered ball struck by the cue.

CUSHION. The cloth-covered rubber that borders the inside of the rails.

CUT SHOT. A shot where the cue ball drives the object ball at an angle (also called a slice).

DIAMONDS. Markings on table rails that are used as target or reference points.

ENGLISH. Side spin applied to the cue ball by striking it off center; used to alter the natural roll of the cue ball and/or object ball.

FOOT OF TABLE. The end of the pool table where the balls are racked at the beginning of a game.

FOOT SPOT. The point on the foot end of the table where imaginary lines intersect.

FOOT STRING. An imaginary line between the fifth diamonds of the long rails that crosses the foot spot.

FOUL. An infraction of the rules which usually results in a penalty.

GAME BALL. The ball which produces a win when pocketed.

HEAD OF TABLE. The end of the pool table from which the opening break is made.

HEAD SPOT. The point on the head end of the table where imaginary lines intersect.

HEAD STRING. An imaginary line between the second diamonds of the long rails that crosses the head spot.

INNING. A player's turn at the table.

KISS. Contact between balls.

MASSE SHOT. Applying extreme english (side spin) to the cue ball by elevating the cue butt. In the Super NES, use the Spin screen to do this.

MISCUE. Cue doesn't contact cue ball properly.

OBJECT BALL. Any called ball except the cue ball on a shot.

OPEN BREAK. Requirement in some games where four object balls must hit the cushion on the break.

PASS AFTER FOUL. After a foul, pass your turn to the next player.

PASS AFTER PUSH. Make a push shot, then pass your turn to the next player.

POCKETED. A ball has been sunk in a pocket.

POCKETS. There are six pockets on a pool table into which you shoot the balls.

POSITION. The cue ball's resting place after a shot ends.

PUSH SHOT. The cue tip maintains contact with the cue ball longer than the split second allowed for a normal, legally stroked shot.

RACK. Triangular device used to put balls into position before break.

RAILS. The edges of the table. The head and foot rails are short; the right and left rails are long and are defined from the head of the table facing the foot.

REJECT AND BREAK. In certain games, you can rerack and rebreak.

REJECT AND PASS. Reject a break, then pass your turn to the next player.

RUN. Total of consecutive scores made in one inning.

SCRATCH. A shot sending the cue ball into a pocket.

SHOT. Begins when cue touches cue ball and ends when all balls stop moving.

SPOTTING BALLS. Replacing pocketed balls on the table in a specific place.

TRIANGLE. Same as rack.

SPOT BALLS IN KITCHEN. Replacing balls in the area behind the head string.

About the Billiard Congress of America

In North America when you talk pool, you must bring up the Billiard Congress of America (BCA). While other organizations have come and gone, the BCA has remained focused in its position as the governing body of the sport for nearly 50 years.

The BCA's membership consists of manufacturers, retailers, distributors, billiard room proprietors, and players throughout the world. Members of the association receive a variety of products and services aimed at promoting and strengthening the future of pool. Anyone interested in learning more about business memberships should contact the BCA at: (319) 351-2112.

Searching for something to improve your game...look no further! Become a BCA Sanctioned Player Member. As a sanctioned player member you receive the *Official Rules & Records Book*, our *How to Play Pool Right* instructional booklet, a quarterly subscription to the *BCA BREAK Newsletter*, plus a membership patch and pin. You also are eligible to compete in our $250,000 National 8-Ball Championship and our $30,000 added North American Amateur 9-Ball Championships.

It's only $25 to join the BCA as a player member, simply call 319-351-2112 and use your Mastercard or Visa or mail this application to the BCA, 1700 S. 1st Avenue, Suite 25A, Iowa City, IA 52240.

Name _____

Address _____

City _____

State _____ Zip _____

Date _____ Phone _____

BILLIARD CONGRESS OF AMERICA

TECHNICAL SUPPORT

For technical support in the USA, please contact:

Mindscape Inc.
The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
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